

**WASHINGTON STATE GAMBLING COMMISSION**  
**MANDATORY AMUSEMENT GAME LICENSEE TRAINING**

**OBJECTIVE**

**The purpose of this training class is to introduce to you the rules that govern the operation of Amusement Games in Washington State. Information for both nonprofit and commercial licensees is included in this handout, as many of the same rules apply.**

This handout is divided into the following sections:

- I. Definitions
- II. Types of Licenses and Locations
- III. What you need to know prior to operation
- IV. Operating Procedures
- V. Record Keeping Requirements
- VI. List of Authorized Games

**NONPROFIT ORGANIZATIONS ONLY: UNLICENSED AMUSEMENT GAMES**  
**RCW 9.46.0321**

Bona fide charitable or nonprofit organizations are authorized to conduct bingo, raffles or amusement games without a license as a single activity or in any combination of the three activities no more than twice each calendar year up to a gross receipts limit of \$5,000. Amusement games and bingo may not be conducted more than 12 consecutive days each time. However, if an organization is currently licensed for bingo or raffles, the organization is generally not entitled to operate an unlicensed amusement game. **Unlicensed amusement games are authorized when:**

- 1. Gross revenues do not exceed \$5,000.00 per year.
- 2. Only volunteer members participate in management or operation of amusement games.
- 3. All net proceeds are devoted to organizational purposes.
- 4. Notify local law enforcement agency at least five days in advance.
- 5. Keep records for one year.

## **LICENSED AMUSEMENT GAMES**

### **I. DEFINITIONS**

**RCW 9.46.0201**      Amusement Games" means a game played for entertainment in which:

1. Contestants actively participate.
2. The outcome depends upon a material degree of skill of the contestant.
3. Only merchandise prizes are awarded.
4. The outcome is not controlled by the operator.
5. Wagers are placed, winners are determined and a distribution of prizes or property is made in the presence of all persons placing wagers at such a game.

### **WAC Rules**

#### **230-20-615 "Material Degree of Skill"**

No amusement game shall be conducted in Washington State unless the outcome of the game depends to a material degree upon the skill of the contestant. The standard to be applied to determine a material degree of skill shall be the following:

1. Do contestant's physical and/or mental abilities play an integral role in determining the outcome of the game, and
2. Would the success rate of the average contestant(s) improve with repeated play or practice?

If both 1 and 2 above are present, a material degree of skill shall be deemed to be present.

#### **230-20-508 Authorized amusement games – Types, standards and classifications**

The commission hereby authorizes the following amusement games, whether coin operated or not, to be operated by persons possessing a commercial amusement game license, or bona fide charitable or nonprofit organizations possessing a license issued by the gambling commission or when conducted as authorized by RCW 9.46.0321 at an authorized location.

1. In all amusement games, a merchandise prize must be awarded to the player, if the player is successful at achieving the objective of the game, with one cost of play.
2. All amusement games operated within the State of Washington must meet the standards of at least one of the classifications. **Please refer to Attachment 1 for classifications.**
3. All classifications of amusement games must be operated as either an attended amusement game as defined by WAC 230-02-511 or as a coin or token activated amusement game as defined by WAC 230-02-514.
4. No amusement game shall award additional plays as a prize.

5. Operators may introduce new games that meet the standards of the applicable classification without prior approval of the commission: Provided, that an operator must provide to the commission at least sixty days prior to such introduction a description of the game, the rules of play, and a justification for the classification selected: Provided, further, that upon notification by the director that the proposed game does not meet the selected classification, or otherwise violates a provision of law or commission rule, the game may not be introduced, or if already introduced, must be removed from play until its operation is brought into compliance with such law or rules.

**230-02-510    Amusement Device**

Any mechanical, electro-mechanical or electronic device which:

- (1) Is played **only for entertainment** (note: no prizes!)
- (2) Allows the player to actively participate
- (3) The outcome of the game or contest depends in a material degree upon the skill of the player and
- (4) The outcome is not in control of any person other than the player or players

THE PRIMARY DIFFERENCE BETWEEN AN AMUSEMENT GAME AND AN AMUSEMENT DEVICE IS WHETHER A PRIZE WILL BE AWARDED.

**230-02-514    Coin or Token Activated Amusement Game**

Any amusement game consisting of a mechanical, electronic, or electro-mechanical machine or device which allow the player to activate the game by means of inserting one or more coins or tokens and which dispenses the prize (or tokens redeemable for prizes) upon successfully achieving the stated goal for the game.

**COMMERCIAL AMUSEMENT GAME TERMS**

**230-02-512    Commercial Amusement Game Operator**

Any person or organization other than a charitable or nonprofit organization that receives revenue from the operation, rental or lease of approved amusement games or otherwise shares in the proceeds of approved amusement games.

**230-02-511    Attended Amusement Game**

An amusement game which requires the presence or assistance of a worker to collect money, provide the necessary equipment (e.g. darts, etc.) and/or deliver the prize to the winner.

**230-20-510     Attended Amusement Games---Operations restrictions**

Regular operation of attended amusement games shall include but not be limited to: Collecting the wager from the player, providing equipment or components to the player to play the game, and delivery of the prize. It shall not include material assistance in playing the game.

**230-02-520     School-Aged Minor**

Persons that are at least 6 years old and who have not reached an age of 18 years.

**230-02-515     School Hours**

8:00 AM through 3:00 PM Monday through Friday according to the operating schedule of the public school district in which the activity is located. PROVIDED, that upon written permission of the Commission Director, adjustment may be made for school sponsored activities.

**230-04-138     Amusement Park**

A group of activities at a permanent location to which people go to be entertained through a combination of various mechanical or aquatic rides, theatrical productions, motion picture and/or slide show presentations with food and drink service. The amusement park must include at least five different mechanical or aquatic rides, three additional activities and the gross receipts must be primarily from these amusement activities.

**230-04-138     Amusement Center**

A permanent location whose primary source of income is from the operation of 10 or more amusement devices.

**230-04-138     Regional Shopping Center**

A shopping center developed and operated for retail sales and service by retail sales and service operators and consisting of more than 600,000 gross square feet not including parking areas. Amusement games conducted as a part and upon the site of a regional shopping center shall not be subject to the prohibition on leases of premises based on a percentage of gambling receipts set forth in RCW 9.46.120.

**230-04-138     Department or Grocery Store**

Any retail store selling a full line of clothing, accessories, and household goods or a full line of dry grocery, canned goods, or nonfood items plus some perishable items or a combination of both and consisting of more than ten thousand gross square feet of retail and support space not including the parking areas.

## II. TYPES OF LICENSES AND LOCATIONS

### 230-04-203 Commercial Operators

<u>Class</u>	<u>Annual Gross Revenue</u>
A	Premises Only
B	Up to 50,000
C	Up to 100,000
D	Up to 250,000
E	Up to 500,000
F	Up to 1,000,000
G	Over \$1,000,000

\*\$115 licensee fee applies if licensee has or is applying for other gambling activities and upon renewal of the Commercial Amusement Game license.

### 230-04-202 Charitable/Nonprofit Organizations

<u>Class</u>	<u>Annual Gross Revenue</u>
A	Premises Only
B	Up to \$10,000
C	Up to \$25,000
D	Up to \$50,000
E	Over \$50,000

#### Class A - Commercial Operator or Charitable/Nonprofit (Premises Only)

A charitable/nonprofit organization or any location defined under #6 through #12 on Page 6 (Authorized locations) may allow a Class B or above commercial licensee to operate amusement games at their premises. (See 230-20-670 for lease restrictions between commercial operators and charitable/nonprofit organizations.)

#### Class B and above Nonprofit Organization

Generally purchase their own amusement games.

#### Class B and above Commercial Operator

May locate and operate amusement games at any location authorized by WAC 230-04-138

**OR**

May rent, lease or sell amusement games or amusement game equipment on a time basis to any Class A premises.

**OR**

**230-20-670** Per WAC 230-04-138 and 230-20-670, may contract with a charitable/nonprofit organization

which is licensed to operate bingo and/or punchboards and pulltabs. The contract must be submitted to the Gambling Commission for approval. All contracts must contain information concerning rent, rent due dates and who is paying expenses. Rent may be based on a percentage of the gross revenue **only if** the amount returned to the nonprofit organization is equal to or exceeds twenty-two percent (22%). This amount must be paid to the organization at least once a month.

**230-20-370     Rental of equipment to charitable/nonprofit licensee**

Any bona fide charitable or nonprofit licensee may rent equipment to conduct amusement games from any unlicensed person so long as the price paid is reasonable, is a lump sum or hourly wage rate established in a competitive market and is not based upon a percentage of the income or profit of the activity.

**230-08-017     Use of identification and inspection services stamp**

Coin or token-activated amusement games operated at any Class A amusement game location must have a identification and inspection services stamp permanently and conspicuously affixed. These stamps are required to be installed prior to putting the device into play and renewed on or before December 31 for each subsequent year it will be operated. There is an annual cost of \$25 per stamp.

**230-04-138     AUTHORIZED COMMERCIAL LOCATIONS**

1.     Agricultural fairs as authorized under R.C.W. 15.76 or 36.37
2.     Civic center of a county, city or town
3.     A world's fair or similar exposition which is approved by the Bureau of International Expositions at Paris, France
4.     A community-wide civic festival held no more than once annually and sponsored or approved by the city, town or county in which it is held
5.     A commercial exposition organized and sponsored by an organization or association representing the retail sales and service operators conducting business in a shopping center or other commercial area developed and operating for retail sales and service , but only upon a parking lot or similar area located in said shopping center or commercial area for a period of no more than 17 consecutive days by any licensee during any calendar year
6.     An amusement park (see definition)
7.     Within a regional shopping center(see definition)

8. Any location that possesses a valid license from the Washington State Liquor Control Board and prohibits minors on their premises
9. Movie theaters, bowling alleys, miniature golf course facilities, skating facilities and amusement centers (see definition)
10. Any business whose primary activity is to provide food service for on-premises consumption
11. Within a grocery store. (see definition)
12. A charitable/nonprofit organization which is currently licensed for punchboard and pulltabs and/or bingo.

**230-04-138(3)** All amusement games conducted at locations #1 through #5 (above) must have written permission from the person or organization sponsoring the activity. All amusement games must have written permission from the owner of the premises/property where the activity will be conducted.

**230-04-138(5)** Class B and above may enter into a contract with the owner of businesses holding a Class A amusement game license at locations #6 through 12 above. These licensees are allowed to devise a scheme by which they will revenue share. Terms of the agreement will be written into a contract and placed on file with the Commission. Violation of terms of the contract by an amusement game operator may be grounds for suspension or revocation of their license.

Contracts between commercial operators and nonprofit organizations must comply with WAC 230-20-670.

### **III. PRIOR TO OPERATION**

#### **230-20-600 Notification of local law enforcement**

You must notify local law enforcement jurisdiction prior to conducting amusement games or placing amusement games at new locations. Notice will be in writing, addressed to the head of the local law enforcement agency of the jurisdiction where the activity is to be conducted and will be delivered at least ten (10) days prior to starting the amusement game activity. Letter will contain the following information:

- a. Name and address of licensee.
- b. Name and address of the person exercising managerial authority.

- c. Date(s) that the amusement game is to be conducted.

**230-12-010 Inspection of premises**

At any time during which a licensed activity is being operated upon a premise, the Commission and any representative of the Commission or local law enforcement may enter a premise without advance notice and conduct an inspection of the premises.

**230-12-050 No credit to be allowed**

No licensee, or any of its employees or members, or any operator shall allow a person to play a gambling activity on credit, or shall grant a loan or gift of any kind at any time to a person playing the activity.

**230-12-080 Rules Manual**

Licensee is required to maintain a copy of the Commission's rules on premises. The licensee shall obtain, maintain and keep current a copy of the rules of the Commission, which shall be located upon each premise used for the conduct of that gambling activity.

**230-04-050 Display of Licenses**

All licenses or permits granted by the Commission shall be prominently displayed at all times upon the licensed premises in such position as they may be observed by persons participating in gambling activities on the licensed premises.

**230-04-310 Changes in Name**

No licensee shall adopt or make a change in his or her given name or a trade or corporate name without notifying the Commission at least thirty days prior to the effective date of such change.

**230-12-310 Reporting of Criminal and Civil Actions**

The licensee will report to the Commission all civil or criminal actions (except for personal injury, debt collection, adoption, paternity, wage disputes, and non-criminal traffic infractions) files by or against them (including the president, chief executive officer, chairman of the board, treasurer, partner, or any person holding a substantial interest, as defined in WAC 230-02-300, or the manager of the licensed activity) and also report the final disposition of each case.

Notification will be made by 1) submitting the information with the next quarterly activity report filed with the Commission or, 2) if no quarterly report is required, then within 30 days of the notice of the action filed.



**230-04-320    Change of Location**

No change of location without written consent of the Commission. Operators under the "limited duration" locations pay no fee for adding to or deleting from the list of locations for which that license was issued.

**230-04-330    Change of officer or management**

If there is any change in officers, management, etc. the Commission must be notified within thirty days.

**230-12-300    In-State Resident Agent Required**

All Class B or above commercial amusement game operators engaged in renting or leasing commercial amusement games and equipment that do not own or otherwise maintain a business office or licensed premises within this state shall appoint a resident agent for the propose of receipt and acceptance of service of process and other communications on their behalf from the commission.

**230-12-230    Agreements restricting freedom to buy and sell--Prohibited**

For amusement games only, a person may enter into an agreement with another person for a period up to three years requiring such person to either purchase amusement games exclusively from, or sell amusement games exclusively to, such other person. This agreement may involve more than one amusement game. In addition, agreements may be made to exclusively purchase or sell devices, materials, products, or services which are used in connection with a particular amusement game. **All exclusivity provisions shall be approved by the commission.**

**IV. OPERATING PROCEDURES**

**GENERAL OPERATIONAL RULES**

**230-20-630    Rules to be Posted**

1.     Fees charged for playing.
2.     Rules by which game is to be played.
3.     Prizes or number of tickets to be won.
4.     Any variation in the size or weight of objects utilized in the game which is not readily visible to the player. Example: Milk Bottle Toss (weight of bottles).
5.     "Limited location" operators (carnivals) must assign a concession number to each game

and keep the list in the concession office.

6. All notification signs must have lettering of at least 1-1/2 inches, except those for coin or token activated machines, which may have smaller lettering as long as the signs are conspicuous and legible to players.

**230-20-630    Identification of Concessions (or Joints)**

Each concession will be numbered and the listing kept available in the concession office.

**230-20-630    Collection of fees**

Fees to be paid will be in cash and only as posted at the specific game.

1. The term "cash" shall include checks.
2. Other acceptable considerations: tokens, scrip or tickets only under the following conditions:
  - a) The tokens, scrip or tickets are equal to the cash amount which a player would have paid in lieu of said tokens, scrip or tickets.
  - b) Tokens, scrip or tickets are not redeemable for cash.
  - c) Tickets or scrip shall bear the name of the operator or sponsor.

**230-20-640    Sample of prizes displayed**

Sample of prizes is to be displayed and no prizes other than those posted may be awarded.

**230-12-040    No firearms as prizes**

No firearms, air guns which are capable of discharging dangerous projectiles, including but not limited to BB's or CO2 guns, including but not limited to rifles, shotguns, pistols or revolvers; shall be offered or awarded as a prize or in lieu of a prize for winning at any amusement game.

**230-12-030    No liquor as prizes**

**230-20-630    Trading-up or exchange of prizes**

Any prize system which requires forfeiture of previously won prize(s) in exchange for another play is prohibited. However, there may be a "trading up" for a prize in exchange for two or more prizes previously won.

**230-20-610    Factors Affecting Skill**

Any factors which may affect the skill of the player must be readily visible to players. Example: Pinchboard behind a punk rack or labeling of the differing weights of bottles to be tipped over

**230-20-620    Games that require throwing objects**

Objects to be thrown are to be uniform unless otherwise designated.

**230-20-508    Types of amusement games authorized**

Refer to attachment at end of lesson plan, your rules manual or the application you received for the authorized games. Per 230-20-509, operators shall prepare a list of all games which they plan to operate during each license year and submit the list to the commission. The list should contain the name of the game and the group number.

**230-20-650    Coin Toss Games**

These games are authorized under the following conditions:

1.      Unobstructed air space of at least 36" above any surface where coin is to be tossed.
2.      Target space (plates as an example) will be level.
3.      If area of an enclosed surface when coin is to land is four (4) square inches or less, the prize will be awarded if any part of the coin is within that area.

**230-20-660    "Shoot out the Star" type games**

Games involving use of a firearm, air gun, pellet gun, BB gun or similar device where target is to be destroyed or obliterated in part or all, will allow the contestant to inspect the target at any time and without limitations.

**230-20-680    Restrictions on Commercial Operators Only**

The operation must be closely monitored and controlled to ensure all games are operated in accordance with all provisions of the WAC title and the players are protected from fraud and game manipulation. All games and machines must be maintained in proper condition to ensure operation is as approved in 230-20-508.

All commercial locations where school-aged minors are allowed to play must be supervised by an adult during all hours of operation.(see definition of school-aged minors)

In locations defined in #7, 9 or 11 (authorized locations, see Page 6), the adult supervisor must ensure that school-aged minors are prohibited from playing amusement games during school

hours and after 10:00 pm on any day.

- In location #7 (regional shopping malls), the school-aged minors must also be prohibited from entry into the licensed amusement game locations after the normal shopping area closing hours on Sunday through Thursday.

**230-20-685    Prize and Wagering Limitations - Where minors are allowed to play**

In locations defined in #7, 9, 10 or 11 (authorized locations, page 6) where school aged minors are allowed to play, a single prize must be limited to an operator cost of \$250 and the maximum single wager allowed is fifty cents.

**230-20-700    Coin-in Meter Requirements**

In locations defined in #6, 7, 9, 10, 11 and 12 (authorized locations, page 6) all coin or token activated games must have nonresettable coin-in meters which will stop play if disconnected or removed. The meter must be certified as accurate to within plus or minus one coin or token in 1,000 plays.

All coin or token activated amusement games must have a coin acceptor capable of taking money for a single play. It may have an additional acceptor to receive paper currency, but those acceptors must either return change or clearly disclose to the customer that change will not be returned by the machine. If the machine does not return change, the customer must have ready access to either a money changing machine or attendant who will make change.

**V. RECORD KEEPING REQUIREMENTS**

**230-08-060    Required Minimum Records**

Each location where games are operated must have a detailed record which is prepared in the prescribed format provided by the commission and shall include the following:

- (1) Gross gambling receipts collected from each location or concession supported by the proper receipting records.

Minimum standards:

- a) an entry for each withdrawal of receipts
- b) with coin-in meters, monthly meter reading, number of plays, and gross gambling receipts. Charitable/nonprofit organizations must be provided a monthly summary of the activity to include at least the coin-in meter readings and gross gambling receipts.

- (2) Number and actual cost of merchandise prizes awarded

Minimum standards

monthly entry of the number and actual cost of prizes awarded for each location

- (3) When tickets are used for redemption of prizes, the minimum entry shall be a log of the beginning/ending non-resettable ticket out meters or ticket numbers at the collection of funds from each game.
- (4) Full details on all expenses directly related to the conduct of the amusement game
- (5) Non-profit/charitable only - details of how the proceeds were used or disbursed by the licensee (WAC 230-08-010(6)).
- (6) The records shall be complete and available for inspection by either the Commission or other law enforcement agencies no later than 30 days following the end of each month.(WAC 230-08-010(2))

**230-08-060 Leasing Arrangements for Nonprofit/Charitable Organizations**

If a Class B or above commercial amusement game operator is leasing to a charitable/nonprofit organization, a summary of the activity including the coin-in meter readings and gross gambling receipts shall be provided to the organization each time a game is serviced and/or moneys received. Per WAC 230-12-020, the money must be given to the organization by the operator at least once a month. The organization is responsible to make a deposit into their gambling receipts account within two banking days.

**230-08-180 ANNUAL ACTIVITY REPORTS**

Class A does not file any report with the Commission

Class B and above file annual reports (which will include the revenue received from all Class A operators)

**THESE RECORDS MUST BE MAINTAINED FOR THREE YEARS**

# **ATTACHMENT #1**

## **Amusement game classifications:**

### **I. Ball toss/kick games – Group I**

- A. Player throws or kicks a ball(s) in order to achieve a specified goal. Upon achieving the goal of the game, the player is awarded a prize.
- B. All balls for each game must be uniform in size and weight.
- C. All targets for each game must be of the same weight and size or the operator must color code the target and advise the player of the difference in targets if the difference is not visible to the player.
- D. No target may have a loose or floating weight (i.e. no movement of weights inside milk bottles).
- E. The weight of any target will not exceed 7.5 pounds.
- F. When the goal is to estimate the speed of the ball thrown or kicked, a minimum of 3 balls will be used to estimate the speed by the player and one ball for the actual throw or kick.
- G. When ping pong or similar light weight balls are utilized in games requiring the ball to be tossed into a dish, saucer, cup or similar container, water must be placed in the bottom of each such container (i.e. enough water to cover the bottom of the dish).

### **II. Dart games – Group II**

- A. Player throws one or more darts into a target or target area. Upon successfully achieving a predetermined score, pattern, penetrating and/or breaking a target, or just sticking in the target, the player is awarded a prize.
- B. All darts must be uniform in size and in original condition with the point sharp or functional suction-cup darts and all feathers or tail sections intact.
- C. The targets and target area for all dart games must be of a material capable of being penetrated and retaining a metal tip dart; or holding a suction-cup dart (i.e. balloons are properly inflated).
- D. The target area will be in the rear of the stand and will be at least 3 feet but not more than 15 feet from the foul line.
- E. In “add em up games,” when the player must achieve a predetermined score, all darts stuck on the lines will receive another throw. The player has the right to add up the score of the darts thrown.

### **III. Hoop or ring toss games – Group III**

- A. Player must toss one or more hoops or rings over one or more targets which may consist of bottles, pegs, blocks, prizes, or any item capable of having a ring or hoop tossed over it.
- B. The operator must specifically advise the player as to the degree that the hoop(s) or ring(s) must go over the target.
- C. All hoops or rings for each game must be uniform in size and shape and must be capable of going over the target.
- D. All targets used at an individual stand must be the same size or the operator must disclose to the player by posting signs or using color codes to denote the different sizes.

### **IV. Coin/token toss games – Group IV**

- A. Player or player(s) toss one or more coins or tokens onto a surface or into a target or target area. The game must have a clear and unobstructed 36 inch vertical airspace above the target, target area, or surface. The target, target area, or surface must be level. Any game which has a target or target area of 4 square inches or less must award a prize if any part of the coin or token is within the target or target area (i.e. Rainbow coin toss game).

### **V. Eye/hand coordination games – Group V**

- A. Player or players perform a task or tasks which requires the player to use the coordination between their hand(s) and eye(s) to successfully complete the task or tasks. The task or tasks may include one or a combination of the following:

1. Striking a moving or fixed object or target to include a sequence of moving or fixed objects or targets;
  2. Causing object(s) to be launched at target(s) from a device. The objects are aimed so they may land in, on, or through a target(s) to include catching or having the object(s) caught in the target(s);
  3. Dropping object(s) onto target(s) or target area(s) or surface(s), to include covering the target(s), target area(s), or surface(s) with the object(s);
  4. Capturing, lassoing, hooking, or getting a hold of an object(s) and causing them to move or change position;
  5. Guiding object(s) or images through a pattern, maze, or task;
  6. Climbing on, over, through, or around object(s); or
  7. Similar tasks.
- B. If a player is required to cover a spot or specific target area, then the target or target area must be a circular spot.
1. Player must receive at least 5 circular discs to drop on the target or target area.
  2. The diameter of the circular discs used to cover the target or target area must be at least 64% of the diameter of the target spot or area.
  3. The target spot or area must be permanently affixed to a solid surface.
- C. A regulation billiard table, balls, and cue must be used for any game requiring a player to perform any task or tasks normally associated with playing billiards or pool.
- D. In games where objects are launched, tossed, or catapulted at target(s), the launching device shall respond in an identical manner on repetitive uses when an equal amount of force is applied or selected by the player.

## **VI. Strength test games – Group VI**

- A. Player(s) test their own strength in performing a task or tasks for a predetermined number of times or length of time. This may include hand, arm, or whole body strength and may also require the player to use a tool or instrument to strike an object or target, which may cause the object to be propelled or travel a specific distance. The task(s) may require the object(s) to strike another object(s) to achieve the objective.

## **VII. Crane games – Group VII**

- A. Player, using one or more of a variety of control methods, maneuvers a crane or claw device into a position to attempt to retrieve a prize. All games must meet the following conditions:
1. At least 20 seconds playing time per operation.
  2. Crane or claw must be capable of reaching, picking up, and dispensing all prizes contained within the machine.
  3. The controls for the machine must be clearly labeled as to their function.
  4. Prizes must be loose and shall not be packed, arranged, lodged, or intertwined in the machine in any way which would prevent the prize from being picked up by the crane or claw and dispensed.

## **VIII. Penny fall games – Group VIII**

- A. Penny fall games are electronic or electro-mechanical games in which:
1. The player inserts a coin or token into a chute;
  2. The player controls the direction the coin or token falls by aiming the chute;
  3. The coin or token will land on a flat surface or surfaces which have a sweeper(s) and/or pusher arm moving across the surface or surfaces;
  4. The surfaces shall be level and contain similar coins or tokens;
  5. A carefully aimed coin or token will cause coins or tokens on the flat surface(s) to be pushed or swept into holes or chutes dispensing the tokens or awarding a set number of tickets to the player;
  6. The game may contain additional factors which if properly negotiated or struck by a coin or token, will award additional tickets to the player;
  7. The additional factor may be in the form of targets that when lit, grant the player bonus tickets when the coin or token passes over

- the target;
- 8. Any such targets or bonus opportunities must be activated prior to the player inserting the coin or token to start play and must remain activated for a period of time sufficient to allow the player to attempt to strike or negotiate the targets or bonus opportunities;
- 9. The skill of the player must be the determining factor in the outcome of the game; and
- 10. Merchandise prizes may be placed on the coins, tokens, or other surfaces in the game and if the prize is pushed into a hole or chute then it is awarded to the player. All such prizes must fit into or down the hole or chute in the game which award prizes to the player.

#### **IX. Ball roll down games – Group IX**

- A. Player rolls one or more balls to a target or target area. Upon achieving the objective of the game, the player is awarded a prize.
- B. Ball roll down games may be either one player attempting to score a predetermined number of points by landing in a target or target area, or striking and/or knocking down a target or targets.
- C. Ball roll down games may be more than one player attempting to score a predetermined number of points, striking and/or knocking down a target(s), or landing in a target area. The first player to accomplish the goal is awarded a prize.

#### **X. Shooting games – Group X**

- A. A game which the player or players use a device to fire a projectile or projectiles to hit a target or targets. The projectiles may include pellets, BB's, corks, water, electronic beams, light beams, balls, or suction-cup darts. The targets may be stationary or mobile. The player or players may be required to:
  - 1. Completely shoot out or obliterate a target or portion thereof;
  - 2. Hit a target or specific portion thereof, or
  - 3. Hold an electronic beam, light beam, or water stream on a target or portion thereof to achieve a specific result.
- B. All safety requirements of the local city or county ordinances must be observed by the operator and player(s).
- C. A short range shooting gallery must give a player a least 4 shots to shoot out a target which has a diameter of ¼ inch or less, or at least one shot per target which must be struck. Targets must be at least ½ inch square and may include a bullseye section which the player must shoot out without touching the outside of the target.
- D. Shoot-out-the-star games must give the player at least 100 projectiles in an automatic type device to shoot out a star which is not more than 1¼ inch from point to point.
- E. Games may award a prize based upon the number of players participating and use a combined score to determine the winner.
- F. If suction-cup darts are used in the game, a player must receive another turn if the dart does not stick to the target area.
- G. If targets must be knocked over or off a shelf, then the base of the targets must be uniform front and rear.
- H. If a player is required to destroy or obliterate all or part of a target, then the player must have the right to visually inspect the target at the conclusion of the game.

#### **XI. Cake walks and fish pond games – Group XI**

Cake walks and fish ponds, as commonly known, are amusement games. Cake walks involve a number of players walking on a numbered or color-coded circle while music is played. When the music stops, the player's prize is determined by the number or color of the portion of the circle they are standing on. Fish ponds are games where players receive a prize every time they compete, by either hooking or capturing a fish or similar object floating in a pool of water with a number or symbol on the bottom of the fish or object which corresponds to a prize or the operator may place a prize directly onto the "line" or catching device of the player from behind a curtain or similar obstruction.